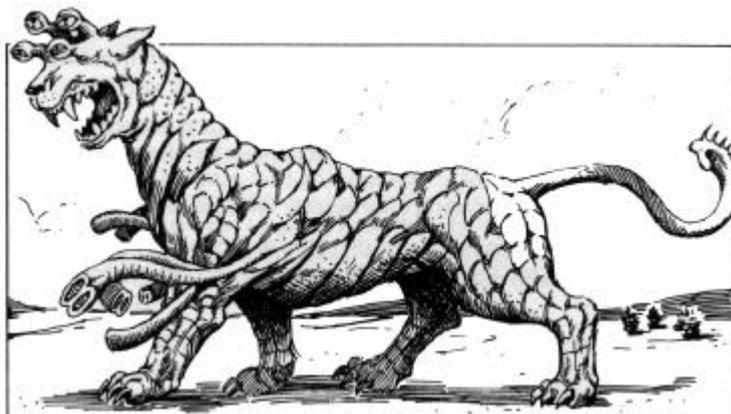


Quickdeath

Large sized Beast

HP:



Hit Dice: 6d10+18 (51hp)

Initiative: +2 (Dex)

Speed: 40 ft, Climb 20ft;

AC: 18; (-1 size, +2 Dex, +7 Natural)

Attacks: Bite +9, 2 Claws +6, 3 Tentacles +6 **melee**, or +3 Tail Dart **ranged**;

Damage: Bite 1d8+5, Claws 1d6+2, Tentacles 1d4+2 or Tail Dart 1d4+2 and Poison;

Face/Reach: 5 ft. by 10 ft./5 ft (15ft with tentacles).

Special Attacks: Poison, Improved Grab

Special Qualities: Camouflage, Sprint, Fire Resistance 20, DR 5/Piercing.

Saves: Fort +8, Ref +7, Will +4;

Abilities: Str 20 (+5), Dex 14 (+2), Con 16 (+3), Int 4 (-3), Wis 14 (+2), Cha 10 (+0);

Skills: Climb +15, Hide +8*, Listen +6, Move Silently +8*, Spot +10*;

Feats: Alertness, Multiattack;

Climate/Terrain: Any land except Mountains

Organization: Solitary or Mated Pairs

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Large); 10-18 HD (Huge);

The Quickdeath is the ultimate land carnivore. This creature is capable of propelling itself at great speeds for short times with its great legs, which resemble those of a jaguar. Quickdeaths keep the claws on these legs razor sharp, using them to attack prey as well as for climbing. Three sets of smaller tentacle-like limbs ending in suction cups are attached to the quickdeath's sides. It uses these limbs to catch unwary prey and stuff the unfortunate creatures into its maw.

The Quickdeath has a long, flexible neck that ends in a snout and large mouth. Its four eyes are mounted on retractable stalks atop the head, while its brain is located at the base of its neck. (The quickdeath is nearly blind when it strikes its prey because it retracts these eyes). The creature has a long whip like tail that can fling a poisonous dart. The outer hide of the creature is covered by a moist, reflective armor, which provides good camouflage and makes it very resistant to fire and heat. Quickdeaths are constantly on the move, seeking to appease their hearty appetites. They are found in all areas except mountains and frequently travel in mated pairs.

The females lay hundreds of eggs each year, burying them in deep sand or soil. These caches sometimes contain as many as 50 eggs. The first of the young to hatch eats the remaining eggs for his or her first meal, and immediately begins its lifelong search for more food.

Quickdeaths were created by the Sathar who used an advanced form of DNA manipulation to create these hideous beasts from the common housecat found throughout the universe. On the "Day of Death", they released thousands of quickdeaths on the surface of dozens of worlds throughout the Empire to terrorize their inhabitants.

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.



Combat:

The Quickdeath is true to its name possessing many lethal attributes with which to bring its foe down quickly to allow for a speedy kill.

Improved Grab (Ex): It must strike with one of its tentacles first. It can then attempt a Bite attack.

Poison (Ex): The Poison darts a Quickdeath can fire from its tail contain a powerful paralytic poison any struck must make a Fortitude save (DC14) Initial damage 1d6 temporary Dexterity, Secondary damage 2d6 temporary Dexterity. It can generate enough poison to cause this effect once every four hours.

Damage Resistance (Ex): A Quickdeath's hide is tough and hard to pierce and as such provides Damage Resistance 5/Piercing, even against projectile weapons.

Fire Resistance (Ex): The moist hide of a Quickdeath provides excellent protection against fire attacks providing them Fire Resistance 20.

Camouflage (Ex): Due to the slightly light reflecting qualities of the Quickdeath's hide, any attack made against them at further than 120 feet away act as if the beast had three-quarters concealment, meaning they all miss 30% of the time.

Sprint (Ex): Once per hour a Quickdeath can take a charge action to move ten times its normal speed (400 feet).

Blindness: A Quickdeath's eyes retract when attacking meaning any creature that attacks after it in the round may strike at it as if it were flat footed.

Skills: It receives a +4 racial bonus to Spot and Search skills because of its eye stalks which provide a greater area of vision, in addition they receive +4 racial bonus to Hide and Move Silently which raises to +8 if in heavy undergrowth.

Disclaimer

D&D is a trademark of Wizards of the Coast and Dragonstar is a trademark of Fantasy Flight Games and are used here without permission. The material in this document is copyrighted by Mark Howe. Permission is granted to copy it, print it, pass it on, alter it; just please do not try to pass it off as your own.